Roadmap

Milestone 1 (July '22)	Milestone 2 (August '22)	Milestone 3 (September '22)	Milestone 4 (October '22)
Goal: Find general problems with application on different platforms (Scalability, Executability, UI)	**Goal**: Be able to create and update characters locally. Test houserule technology	**Goal**: Online Features, define architecture for exports	**Goal**: Minimum viable product
Creation Mode Basic character generation with Assistant and character sheet. **Not yet**: Accessories, Cyberlimbs, Ammunition, Foci	_Creation Mode_ Add missing features to support all aspects from the CRB (Accessories, Cyberlimbs, Ammunition …)	_Creation Mode_ Add Sum-to-Ten	_Creation Mode_ Add Point-Buy
Career Mode Not supported	_Career Mode_ Adding rewards, but no adventure database yet	_Career Mode_ Support rewards with access to adventure module database	_Career Mode_ Support quality paths
Export Not supported	_Export_ Not supported	_Export_ Add JSON export Begin work on PDF export	_Export_ PDF export v1
		Online Add accounts and cloud character storage Provide an online adventure module database	
		Data **Companion:** Metatypes, Qualities	_Data_ **Firing Squad** (incl. gear modification rules) **Companion**: PACKs

Milestone 5 (Nov '22)	Milestone 6 (Dec '22)	Milestone 7
Goal: More Data	Goal: Companion	**Goal**: Be up to date (_so naive …_🤣)
Career + Creation Groups(Lodges)	_Career + Creation_ Lifemodules chargen Karma chargen (German rules)	_Career + Creation_ Custom data (Qualities, Spells, Vehicles, Decks) Drakes
Export PDF export v2 Foundry JSON	_Export_ PDF export variants (e.g. Beginner Sheet)	

Data	_Data_	_Data_
Double Clutch **Street Wyrd**	**Companion**: finished	**Hack & Slash**

https://rpgframework.atlassian.net/jira/software/projects/COM6/boards/16/roadmap